

# XINRAN MA

## Game Designer

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## EXPERIENCE

### Game Designer

Behaviour Interactive | 2021-2024

Responsible for owning game features and designs. Prototyped game concepts in both Unity and Unreal. Collaborated with designers, artists, and programmers from concept to polish.

### Technical Game Design Intern

Behaviour Interactive | 2021 - 4 months

Maintained Game Design Documents on Confluence and contributed to prototyping new design iterations. Created and maintained a prototyping tool/method for other fellow designers.

### Unity Developer (C#) Intern

A Sharp LLC | 2020 - 5 months

Prototyped and scripted game mechanic functionality in Unity. Collaborated with designers, abided by development guidelines, and made constant prototype functionality changes to follow constantly changing design changes.

## EDUCATION

### Honours Bachelor of Game Design

Sheridan College | 2017-2021

## TOOLS

Unity3D (C#) | Unreal Engine (Blueprints)

Google Suite | Microsoft Word, Excel,

Powerpoint | Miro | Confluence

Slack | JIRA | Teams

Adobe Photoshop, Illustrator, AfterEffects

## DESIGN

- Designed and **fine-tuned game mechanics, balanced difficulty and metrics** from conception to release across team projects
- **Develop systems and gameplay loops** based on considerations for **player accessibility, engagement, and technical feasibility.**
- Researched and studied player demographics, data. Utilized spreadsheets to calculate and adjust game metrics and data. **Adapted to live-ops feedback.**
- Created in depth game design documents and wireframes to support a comprehensive development process.

## IMPLEMENTATION

- Professional experience **programming/prototyping in (Unity) C#** and **(Unreal) Blueprints**
- **Rapidly prototyped** to follow design changes and iterations.
- Conducted focused and controlled playtesting with playtest groups to receive design feedback data.
- Filed and **documented bug reports** for reproduction and future iterations.
- Knowledgeable and proficient in utilizing tools such as Powerpoint/Google Sheets and providing visual flowcharts to communicate ideas more efficiently to teammates and clients.

## COLLABORATION & COMMUNICATION

- Collaborated well with teams of varying sizes throughout professional career.
- Experienced with **development sprints** to communicate daily and weekly tasks.

## HIGHLIGHTED PROJECTS

- **Unannounced Project (Behaviour Interactive) | Unreal 5 | 2023-2024**  
Designed and prototyped first-person character combat abilities and ability system in Blueprints. Worked closely with VFX and Programmers to polish combat abilities.
- **LOTR: Heroes of Middle Earth (Behaviour, CG) | Unity | 2022-2023**  
Turn based strategy combat game. Designed and implemented FTUE, events, mission designs, and character kits. Worked in conjunction with Capital Games to support live-ops.
- **Unannounced Project (Behaviour Interactive) | Unreal 4 | 2021-2022**  
Experience in pre-production process. Designed enemy behaviours, weapons, and character abilities for co-op experience. Created and updated very comprehensive Confluence documents.
- **Civilization VII (Behaviour, Firaxis/2K) | Custom Engine | 2021**  
Designed console experience for PC game. Created custom tools to prototype UI/UX changes.
- **Machine Mind - Game Design, Programming | Team of 7 | Unity | 2020 - 2021**  
Designed and developed a vertical slice of stealth puzzle FPS rescue mission experience. Worked in conjunction with mentors from Ubisoft Toronto.
- **Kaleida - Game Design, Physical Design, Programming | Team of 4 | Unity | 2019**  
An Alternative Controller project selected as a finalist for alt.ctrl.GDC 2020, showcased at GDC.